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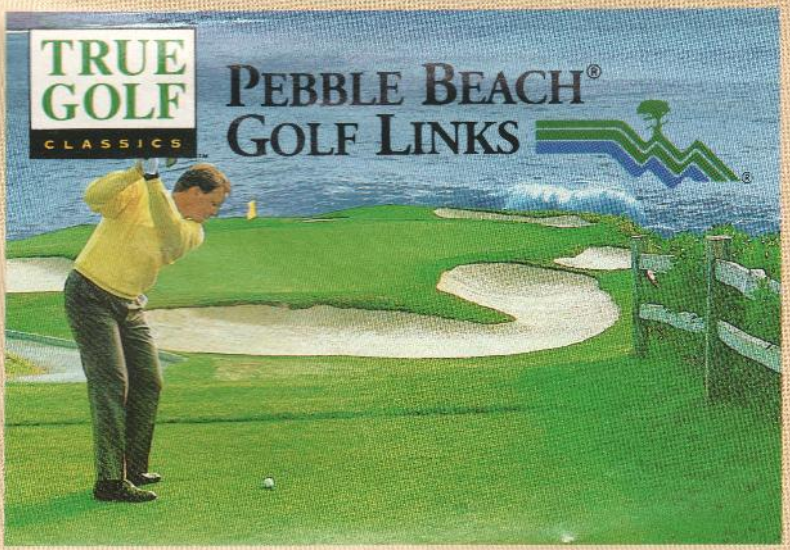

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

T&E SOFT

TRUE GOLF CLASSICS

PEBBLE BEACH GOLF LINKS®
PEBBLE BEACH, CALIFORNIA

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T&E Soft has been a leader in entertainment software in Japan since 1982, with hits like the fantasy role-playing series, Hydlide. In 1989, T&E Soft introduced the cutting-edge Polysys technology, which makes true 3-D golf simulation possible on video game systems. The first Polysys game, Harukanaru Augusta Golf, was released for the Super Famicom debut in Japan in April 1991. True Golf Classics: Waialae Country Club was the first U.S. Polysys game, released in November 1991.

I. INTRODUCTION

True Golf Classics

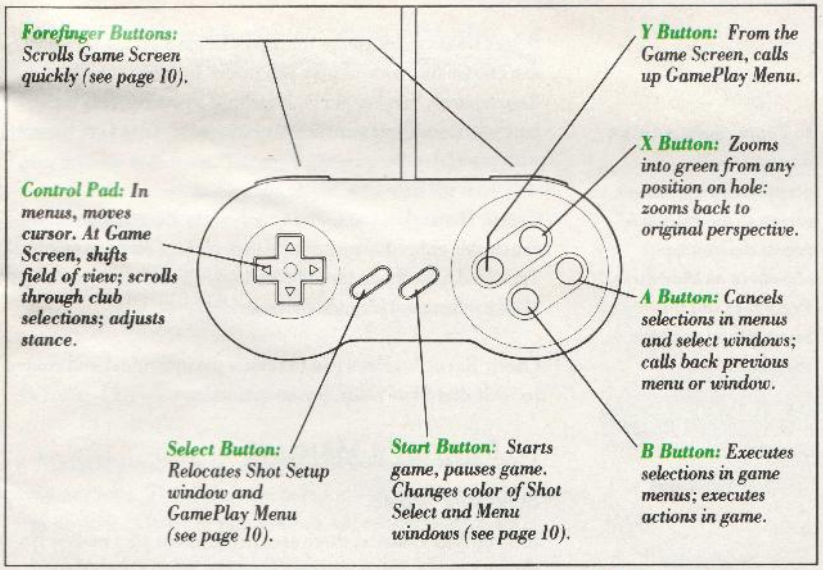
Welcome to True Golf Classics, a 3-D golf simulation that lets you play the world's greatest courses under super-realistic conditions.

With the power of Polysys technology, True Golf Classics creates amazingly lifelike animation and captures the contours of every fairway and green, bunker and tree, using 50% more graphic polygons than our first True Golf Classics game (more than 380 on each screen).

But there's more to True Golf Classics than great graphics. We also bring to life a truly complete gaming experience. On every tee, you can ask your caddy to give you advice on the best strategy. On every green, you can use the 3-dimensional grid to see how your putts will break. On every round you'll face a whole new challenge. One day, you may come close to breaking the Pebble Beach Golf Links course record of 62 (set by Tom Kite in 1983); on another, you may be hard pressed to make par. But with good fortune or bad, True Golf Classics brings you golfing excitement in all its reality, with 18 holes of championship action at Pebble Beach- truly one of the most unforgettable courses in the game.

To enjoy True Golf Classics fully, please keep the following safety precautions in mind.

- Turn off the Super NES™ before inserting or removing the True Golf Classics Game PAK.
- Handle the Game PAK carefully. Do not touch its terminals and do not get them wet.
- Use the True Golf Classics Game PAK only with the Super NES™.
- Be sure to remain a safe distance from the TV screen when playing.
- If you play for an extended period, be sure to take rest breaks often (10-15 minutes every two hours).


Forefinger Buttons: Scrolls Game Screen quickly (see page 10).
Y Button: From the Game Screen, calls up GamePlay Menu.
X Button: Zooms into green from any position on hole: zooms back to original perspective.
Control Pad: In menus, moves cursor. At Game Screen, shifts field of view; scrolls through club selections; adjusts stance.
A Button: Cancels selections in menus and select windows; calls back previous menu or window.
Select Button: Relocates Shot Setup window and GamePlay Menu (see page 10).
Start Button: Starts game, pauses game. Changes color of Shot Select and Menu windows (see page 10).
B Button: Executes selections in game menus; executes actions in game.

QuickStart Guide

Getting Started

Follow these steps to start playing True Golf Classics.

- Insert the True Golf Classics Game PAK into the Super NES. Turn the power on.
- Press B or Start to begin.
- The Pebble Beach Golf Links screen will appear, followed by the Main Menu. Use the up and down arrow key on the control pad to select the menu item you want, and press B to confirm.

QuickStart takes you right to the first tee of the last game played. If this is the first game played with True Golf Classics Game PAK, **QuickStart** takes you right to the first tee of the professional tournament.

Continue takes you to a game that you began earlier and saved using True Golf Classics' built-in battery backup. This feature returns you to the exact point in the round where you left off.

In Tournament play, an annoucer will occasionally appear on screen to inform you of recent developments elsewhere on the course. Press B to end this message and continue the game.

Select Game takes you to the Select Game Menu, where you can choose the mode of play you prefer for your round—Tournament, Stroke, Skins, Match, or Practice. This is the best selection if you want to play a round of True Golf Classics with your friends.

Create Data takes you to the Create Data Menu, where you can decide either to register or delete players on your personal True Golf Classics roster, edit or delete the existing roster of 48 professional players, or erase all player data.

Check Records allows you to review the individual and course records that True Golf Classics maintains.

II. PLAYER'S MANUAL

Selecting Game

In True Golf Classics, there are five different play modes. To choose a mode, select its name from the Select Game Menu. Press **B** to confirm.

Tournament Play places you in a single-round tournament with 48 pros. In Tournament Play, there are no handicaps; every player is considered professional level.

The Leader Board

At the end of each hole in Tournament Play, the leader board will show you the current standings. To "page through" the entire leader board, press **B** until you see the lowest ranking score. Press **B** again to move to the next hole. To proceed without reviewing the entire leader board, press **A**.

Stroke Play allows up to four golfers to compete for the lowest stroke total over an 18–hole round. You can use True Golf Classic's handicapping system to give weaker players an even chance or you can play "scratch golf" without handicaps.

Skins Play Screen

Skins Play is a form of golf in which 2 to 4 players can bet on the outcome of each hole, in a "winner-take-all" competition. In a Skins game, each player contributes an equal wager to a "kitty" for each hole. The player with the lowest score on the hole wins the kitty. If two or more players tie for a low score on a hole, the kitty is transferred to the next hole, effectively

doubling the amount to be won. The winner of the game, obviously, is the player who has won the most money after 18 holes.

Match Play allows two golfers to compete against each other on a hole-by-hole basis. Victory is determined not by stroke totals for the round, but by the player who wins the most holes by holing out in fewer strokes than his/her opponent.

In Match Play the game will end automatically when one player leads by a greater number of holes than remain in the round.

Practice Play allows you to play any hole you like on the course by yourself.

- To play a practice hole, select Practice Play from the Select Game Menu. Then select the hole you want to play. Press B to confirm. After you putt out you will return to the Main Menu.

The Practice Play Menu

Selecting Group

If you select Tournament, Stroke, Skins or Match Play, True Golf Classics will ask you to indicate the number of players in your group.

- Press the control pad's down arrow to select the number of players in your group, up to four. Press B to continue.

The Select Group Menu

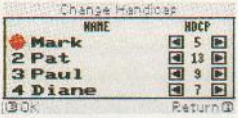
Selecting Players

In Tournament, Stroke, Skins and Match Play, True Golf Classics will ask you to indicate which players are in your group (to keep accurate playing records).

- Select the name of each player from the Player Roster. Press B to confirm.

If you have a golfer whose name is not on the roster, press A to return to the Main Menu. Choose Create Data and register the new player's name.

The Select Players Roster



The Change Handicaps Menu

Handicap strokes are "given" according to the difficulty of the hole. For instance, on an easy par three, you may receive no handicap strokes. On a difficult par five, you could receive several, depending on your handicap.

During a Skins Match, the maximum handicap allowed is 18.

Selecting Caddies

In Tournament, Stroke, Skins and Match Play, each player will be prompted to select a caddy.

- When your name is called, select the caddy you want. Press **B** to confirm.

Selecting Handicaps

In Match, Skins and Stroke Play, you will have the opportunity to change each player's handicap before the round begins. Players who have not completed a round in Tournament Play will automatically be assigned a handicap of 36. As players complete rounds in Tournament Play, True Golf Classics will update their handicaps to reflect their actual skill levels.

In Match Play, handicap strokes are given based on the difference between the two players' handicaps. For instance, in a match between a 20 handicapper and a 10 handicapper, the 20 handicapper will be given 10 strokes. Again, where the strokes are given depends on the difficulty of the hole.

- In Stroke Play, your final score will reflect your handicap. The program will automatically subtract your handicap from your total to display your net score on the scorecard. Your handicap will not be saved by the program.
- In Stroke Play, you can assign a handicap to a player of unknown skills using the Double Pelias feature. When the Change Handicap window appears, use the control pad's up or down arrows to select a player's name. Press B to confirm. Hold down the control pad's left arrow until the handicap reads 'D.P.' (just past 0). True Golf Classics will compute a reasonable handicap for that player based on his or her performance in the round.
- To revise a handicap, use the control pad's **up** or **down** arrows to select the player's name in the Change Handicap window. Press **left** arrow to decrease handicap value; press **right** arrow to increase it. To confirm handicaps, press **B**.

Selecting Bets (Skins Game Only)

If you have chosen Skins Play, True Golf Classics will take you to the Bet Selection window, where you will decide

how much to bet on each hole. There is a minimum bet of $1,000 per player per hole, which translates into minimum kitties of $2,000 per hole for a two-player game, $3,000 per hole for a three player game, and $4,000 per hole for a four player game. To choose the hole, press up or down arrows. To change the amount of the kitty, press the left or right arrows, and press B to confirm. The per-player betting options are: $1,000, $5,000, $10,000, and $20,000. True Golf Classics sets a maximum bet of $40,000, $60,000, and $80,000 per hole for two, three, and four player groups, respectively, which translates into a maximum bet of $20,000 per player. At the beginning of each hole, True Golf Classics will tell you the bet on the current hole. At the end of the round, True Golf Classics will show you the total amount that each player has won or lost.

Skins Wagering Screen

Creating Player Data

With True Golf Classics you can create a roster of up to 10 player names to keep a record of each player's scores, maintain handicaps and course records.

* Note: Program saves data only during tournament play.

Register Players Window

Registering Names

- At the Main Menu, press the control pad's down arrow once to select Create Data. Press B to confirm.
- At the Create Data Menu, press B to select Register.
- In the Register Players window use the control pad's up and down arrows to select an open slot. Press B.
- Use the control pad arrows to select letters from the character grid and spell out player names. As you select each character, press B to enter it into the roster. Each name can have up to 10 characters.
- When you have finished a name, select **End**. Press B again. You can then proceed to the next open roster slot, if you want to enter another name.
- To cancel all the characters in a name, press A.
- If you enter an incorrect character, select the left arrow on the control pad to erase it. Press B to confirm.
- To save your roster, press A.

You can overwrite, or delete a player's name in the Register Players Window. Select the name and Press B to delete. Then enter a new player's name as you normally would. The individual records from the deleted names remain and become part of the new player's records.

The Pro Roster

Be careful not to delete a player's name in the middle of a round. If you do, the round will be ended for all players. You can, however, rename a player using the Registering Names Menu.

The Individual Records Screen

Deleting Names

- To delete a player's name (and the accompanying individual records), select **Delete** from the Create Data Menu. Your roster will appear. Select the name you want to erase. Press **B**. True Golf Classics will ask if you are sure that you want to erase the name. Press **B** to confirm. Then press **A** to return to the Create Data Menu.

Changing Pro Names

- True Golf Classics has a built-in roster of 48 professional golfers for Tournament Play. You can insert your own pro names if you like.
- Select Pro Roster from the Create Data Menu. The Pro Roster will appear. Select the name you want to erase. Press B. Now you can enter in your own favorite pro's name. When you are finished, select End. To return to the Create Data Menu, press **A**. To reinstate a pro name that you have just erased, **press A before selecting End.**

Erasing All Data

- If you wish to clear your personal roster and all the course and individual records you have accumulated over time, select this option from the Create Data menu. Then, press **B** to confirm.

Checking Records

True Golf Classics maintains a detailed list of each player's performance on the course, along with a list of course records.

Note: Program saves data only during Tournament play.

Individual Records

- To review a player's record, select Check Records from the Main Menu. Select Individual from the Records Menu. The player roster will appear. Select player's name; press **B** to review his or her scores. Press **B** again to continue.
- If you have standing individual records, and change your name, your records will now be saved under the new name.

Course Records

- To review Course Records, select Check Records, then Press **B** to select Course Records. Press **B** to confirm.
- If you have a standing course record, and change your name, the record will remain with the original name.

The Course Records Screen

Playing the Game

After you make all your game setup selections, True Golf Classics will take you to the first hole of the course.

The Game Screen

Shot setup window

Hole layout

Current score for hole

Angle indicator

Hole yardage and par

Distance from pin

Wind direction and speed

Lie indicator

The Game screen provides the information you need to set up and execute your shots.In the upper left corner of the Game Screen is the Shot Setup window where you will make four basic decisions about each shot.

Every shot you make in True Golf Classics (except for putts) depends on five key decisions: direction, club selection, stance, power, and contact. The Shot Setup window (in the upper lefthand corner of the screen) gives you the information you need to make these decisions and set up a successful shot.

To move the Shot Setup window, press Select. The window will shift clockwise to the next corner of the screen. To change the background color of the Shot Setup window, press Start. Press Start again to return to the original background.

To get a close up view of the green and pin position, press X. Press X again to return to your perspective from your current lie.

You can change direction or elevation very quickly by pressing the left or right forefinger buttons while pressing the control pad arrows. Release the forefinger button and your field of view will shift quickly.

Selecting Direction/Elevation

The Direction Window depicts our current field of view. The white circle represents a full 360-degree perspective, with your current position in the center, and the green triangle indicating the portion of the course currently visible on screen. The blue line shows which way the wind is blowing, relative to your position. A line that extends from the center to the left edge the circle indicates the wind is blowing to the left, while a line touching the right edge of the circle means it is blowing to the right. A line touching the bottom edge of the circle indicates the wind is blowing in your face, and a line touching the top edge means the wind is at your back. Note that the wind direction for any individual shot may differ from that shown in the Wind Indicator (on the bottom part of the Game Screen), which shows the prevailing wind direction from the tee.

Elevation & Wind Screen

- To shift your aim, press the control pad's **right** or **left** arrow. Your field of view will shift and the red flag will move as well. If you hold the arrow down, you can turn quickly. The angle indicator at the bottom of the screen will scroll, but the field of view will not change until you release the control pad. Press **B** to continue.
- When you are changing direction quickly, watch the hole layout on the right side of the Game Screen. A small yellow line (the angle indicator) will indicate which direction you are facing.
- To alter the height of your perspective press the control pad's **up** or **down** arrows. To adjust elevation quickly, hold down the **up** or **down** arrow until the elevation indicator (in the Direction Select window) reaches the position you want. Press **B** to continue.

Hole Layout

Selecting Clubs

Club selection in True Golf Classics differs somewhat from the actual game in that the carry (or maximum yardage) of each club is constant for all players. On each shot, True Golf Classics recommends the shortest club that has enough carry to cover the distance to the pin. However, these suggestions do not account for wind, lie, or obstacles, so you may need to make your own club selection.

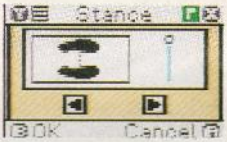
True Golf Classics gives you 14 clubs from which to choose, from a driver (with a maximum carry of 270 yards) to a putter (with a maximum carry of 100 feet).

- To select a different club, press the control pad's **left or right** arrow. Press **B** to confirm.
- Wind will be a factor in club selection. With the wind at your back you can out hit the maximum carry. With the wind in your face you may hit a shorter shot with the same club.
- Your lie will also be a factor. On the fairway, cart path, rock or tee you will be able to achieve close to the maximum carry of a club. In deep rough or sand, you will achieve less distance.

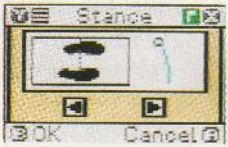
Club Select

Unlike the actual game, every hole in True Golf Classics has an out of bounds (O.B.). You will be penalized one stroke and your ball will be placed at the spot from which you hit.

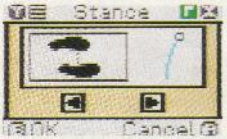
In True Golf Classics, when you hit into a water hazard, you will be penalized one stroke and your ball will be placed at the edge of the hazard or at the spot from which you hit, whichever is closer to the pin.



Square Stance



Draw Stance



Fade Stance

The further you move your front foot forward or backward, the more pronounced the draw or fade will be.

The Power Scale

The Contact Selector

Selecting Stance

True Golf Classics allows you to fine-tune your shots by adding a fade (a curve to the right) or a draw (a curve to the left). You can achieve these effects by adjusting the position of your front foot in the Stance Select window.

On each shot you begin with a square stance which should result in a straight shot.

- Press the control pad's **left arrow** and your front foot will be moved closer to the ball (closed stance). This will create a draw. Press **B** to continue.
- Press the control pad's **right arrow** to move your front foot away from the ball (open stance). This will create a fade. Press **B** to continue.

Making the Shot

The shot process in True Golf Classics is composed of two separate actions which correspond to the backswing and the downstroke of an actual shot.

In the Shot Select window the Power Scale depicts a continuous range of power from 0 to 100%. This indicates the power of the club at impact.

- To start your "backswing" press B once. A red band will begin to fill the Power Scale, moving from 'Min' to 'Max'. Press B again when the band has reached the power level you want. Be careful when trying to achieve maximum power; a slight miscalculation may result in a "miss hit" of only 10% power.

As soon as you set your power, your "downstroke" will begin. A red ball mark will shuttle across the face of the Contact Selector in the Shot Select window. This spot indicates the point at which your club will make contact with the ball.

- Press **B** to select the point you wish to hit. Be sure to Press **B** before the contact point reaches the top of the Contact Selector again; otherwise, your shot will be a "whiff."

The position of the red ball mark determines the kind of spin you put on the ball. Striking near the top will add topspin making the ball roll further once it lands.

Hitting near the bottom adds backspin which makes the ball stop quickly (or bite) upon landing.

Hitting on the right half of the ball will cause a hook to the left; hitting the left side will cause a slice to the right. For the greatest carry, aim for the sweet spot in the dead center of the ball.

In True Golf Classics, unlike real golf, you should always aim for the sweet spot when you are in the rough or sand.

Using the GamePlay Menu

In addition to the four Shot Setup windows, True Golf Classics provides a GamePlay Menu where you can get caddy advice, review scores, change the playing characteristics of the game, replay your last shot or end your round and save your scores.

- To call up the GamePlay Menu, press **Y** at any point when a Shot Setup Window is visible. To return to the Game, press **A**. (When the Direction Select window is visible, you can also press **A** to call up the GamePlay menu.)

The GamePlay Menu

Advice

When you select Advice, your caddy will produce a 3-D (wire frame) picture that shows the contours of the course between you and the pin. He will also provide a depiction of your current elevation relative to the pin to help you make a good club selection.

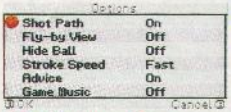
Reading the Grid

Reading the Grid: Although you can select Caddy Advice at any point to see a 3-dimensional grid of the playing surface, you will find the grid most useful on the greens, where it will show you which direction your putts will "break", or curve, and how severe the curve will be. If the horizontal lines of the grid drop down from left to right, the ball will break to the right; to compensate, aim to the left. If the horizontal lines rise from left to right, the ball will break left, so compensate by aiming to the right.

If you don't want to see the wire frame picture, hold the B button down until the caddy message appears.

- To review advice, call up the GamePlay Menu, using the control pad, move the ball mark to Caddy Advice, and press **B**.
- To end Caddy Advice and return to your shot, press **B**.

In both Tournament and Stroke Play, your number of putts on each hole is indicated in red.



The Options Menu

Shot Path

Hide Ball Off

Hide Ball On

Score

This option displays scores for the round, based on your mode of play.

- In Tournament Play, Score Review shows total score and each player's ranking in the tournament.
- In Stroke Play, Score Review shows hole and total scores.
- In Skins Play, Score Review awards the winner of the hole with a number indicating the amount won.
- In Match Play, Score Review indicates the winner of the hole with an "o" mark. For holes that have been halved (tied), both players receive a "-" mark.
- Score Review also counts the number of holes a player is 'up' or 'down' for the front and back nines, and the entire 18. These numbers appear in the IN/OUT/TOT boxes.

Options

Select Options to adjust the playing characteristics of the game.

- Move the ball marker to the setting you want to adjust, and press the control pad's left or right arrows to choose your settings. Press B to confirm.

Shot Path: When the Shot Path feature is on, each shot will leave a trail behind it, to show you the trajectory of your shot. The default setting for this option is "Off."

Fly-by View: This option shows you each hole from a bird's eye view prior to play. The default setting is "Off."

Hide Ball : When this option is set to "Off" you will be able to see all balls, even when they are actually hidden behind a tree or hazard or buried in a bunker. If you want the balls to be hidden when they fall in places like these, choose the "On" option. (Note: This will slow the flight of the ball somewhat but will not affect the distance or direction of your shots.)

Stroke Speed: This option sets the speed of the Power Scale and the Contact Selector. With the slow setting, the game will be easier; the fast setting makes the game more challenging.

Advice: Caddies provide advice when you reach the green, with a depiction of the slope of the green. If you would rather not have this automatic advice, turn this option off.

Game Music: The default mode is with music on. If turned off, you can hear birds chirping on any hole and waves crashing on the ocean holes.

Map

The default mode is with the Hold Layout Map on. If you would rather not have the displayed, turn this option off.

Replay

When you select Shot Replay, True Golf Classics will automatically replay the most recent shot in the round. This can be fun when you have hit an especially good shot. This feature will not work during Practice play.

- To replay a shot, call up the GamePlay Menu, move the ball mark to Replay, and press B. After the replay, True Golf Classics will automatically resume your round.

Quit Game

You should always use the Quit Game command to finish your round of True Golf Classics. This will allow you to return to the exact point in the round where you left off.

- Press Y to call up Game Play Menu. Select Quit Game.
- Press B.
- Press B again to confirm.

With the Quit Game command, you can also stop a tournament round in the middle, and resume later, with your individual course records and your position on the course intact.

- To end a round in progress, select Quit Game from the GamePlay Menu.
- To continue the round, select Continue from the Main Menu.
- To start a new round of the same game, select Quick Start from the Main Menu. For example, if Match Play was the last game played, Quick Start will take you to the first tee of Match Play.
- Turning off the Super NES™ or hitting the Reset button without using Quit Game first may cause True Golf Classics to erase the playing data from your previous round.

** The built – in memory of True Golf Classics runs on a backup lithium battery.*

Quit Game Query

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